Things required :-

1. **Company name**:- This is the name under which the App will be submitted to App Store. Once entered will not be changed.

AccuHealth Technologies

2. icon 1024: This is the size of App icon required to display at iTunes stores.

Use the current icon: (eHS logo on a black background).

3. **Key words**: This are the words which are related to App, by entering these words into search bar will make user to find the app easy.

We can have maximum 99 character keywords, including space & commas.

Diabetes, Blood Sugar, Blood Pressure, Heart, Health, Fitness, Nutrition, Calorie, ehealthy strides

4. **App description**:- This is the information about the App, which will describe the Application, its use, for whom its useful & all

This app was designed for individuals to more effectively manage their health. It uses a patented method for health management. Through dynamic and engaging graphics, it empowers the individual to make positive decisions. It contains key features for managing and tracking: Diabetes, Blood Sugar, Blood Pressure, Heart, Health, Fitness goals, Nutrition, Daily Calories Consumed, and a secure messaging portal for communicating with your health care professionals.

5. **Screen shots**: - 5 Screen shots are required in 3 sizes. Not less than and not more than 5.

iPhone 5 (4 inch screen):- These screen shots are iPhone5 with resolution 640 x 1136

iPhone 4s (3.5 inch screen): These screen shots are for iPhone4, iPod with resolution 640 x 960. (These are optional)

iPad: These screen shots are for iPad with resolution 1536 x 2048. (These are optional)

I need the development team to assist with taking the screen shots.

6. **Price Tier**:- Apple provide different price tier with different region. (Please find the attached file for safari browser)

We have to select country and its tier to set price for the app.

Price: \$ 0.00

Region: Global, no limit.

7. **App content warning rating**: This is simple process just to tick on the checkbox. For medical, game, education this rating differs.

Medical

8. **Bundle identifier**:- This is unique identification of the app. Its purely technical and will be given by developer.

Identifier used once will not be changed throughout. This thing will be given by developer.

9. **App Display name**:- This is unique name of the app to be displayed on App store. By using which user can search for the app in iTunes stores.

Health 360

10. **App version**:- this is the version of the app seen on app store.

Normally start with 1.0,

Then for smaller change/update use 1.1 or If these is big update use 2.0

1.0

By entering these values We can have package received for app on iTunes store.

And user whose account was used to upload the app gets mail from Apple saying "App is waiting for Upload"

To upload the App:-

We need to create Provisioning profile for the distribution of the app using the same bundle identifier that we have set for pricing.

Once this providing profile is generated,

set this profile to App, check for all code once.

Clean it.
Make Archive and upload it using same schema.
After this App get submitted to App store.
And user whose account was used to upload the app gets mail from Apple saying "App is waiting for review"
Apple have their own procedure to validate the app.
Apple take around 15 days to validate App.
Once validation is done,
User whose account was used for uploading will get mail saying "App is in Review"
then after some time gets mail saying "App is Processing for App store"
And when its ready to show, at last gets mail saying "App is ready for sale"
All these mail from apple are come along with Apple certificate.
If Apple found something wrong code or something unwanted access then they didn't publish the app,
and sends mail to user (whose mail id was used) along with reason that "Why Apple will not process this app"
Its quite big and difficult process. Also time consuming.
but it provides a lot of security to your application and its code.
No one can download it from unwanted site.